Application or Docket Number PATENT APPLICATION FEE DETERMINATION RECORD Effective October 1, 2003 CLAIMS AS FILED - PART I SMALL ENTITY OTHER THAN (Column 1) (Column 2) TYPE SMALL ENTITY OR **TOTAL CLAIMS** RATE FEE RATE FEE **FOR** BASIC FEE 385.00 NUMBER FILED NUMBER EXTRA OR BASIC FEE 770.00 TOTAL CHARGEABLE CLAIMS minus 20= X\$ 9= X\$18= OR INDEPENDENT CLAIMS minus 3 =X43 =X86= OR MULTIPLE DEPENDENT CLAIM PRESENT +145 =OR +290= * If the difference in column 1 is less than zero, enter "0" in column 2 TOTAL OR TOTAL **CLAIMS AS AMENDED - PART II** OTHER THAN (Column 1) (Column 2) SMALL ENTITY SMALL ENTITY (Column 3) OR CLAIMS HIGHEST AMENDMENT A ADDI-REMAINING ADDI-NUMBER **PRESENT AFTER** TIONAL RATE **PREVIOUSLY** RATE TIONAL **EXTRA AMENDMENT** PAID FOR FEE FEE Total Minus X\$ 9= X\$18= OR Independent Minus X43 =X86= FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM OR +145=+290= OR TOTAL TOTAL OR ADDIT. FEE ADDIT, FEE (Column 1) (Column 2) (Column 3) **CLAIMS** HIGHEST $\mathbf{\omega}$ ADDI-REMAINING ADDI-**NUMBER** PRESENT ENDMENT **AFTER PREVIOUSLY** RATE TIONAL RATE TIONAL **EXTRA AMENDMENT** PAID FOR FEE FEE **Total** Minus ** = X\$ 9= X\$18= OR Independent X43= X86= FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM OR +145=+290= OR TOTAL TOTAL OR ADDIT. FEE ADDIT. FEE (Column 1) (Column 2) (Column 3) CLAIMS HIGHEST Ç ADDI-REMAINING ADDI-NUMBER PRESENT **AMENDMENT** AFTER **PREVIOUSLY** RATE TIONAL **RATE** TIONAL **EXTRA AMENDMENT PAID FOR** FEE FEE Total Minus X\$ 9= X\$18= OR Independent Minus *** X43=X86= FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM OR +290= +145=OR * If the entry in column 1 is less than the entry in column 2, write "0" in column 3. TOTAL TOTAL OR

The "Highest Number Previously Paid For" (Total or Independent) is the highest number found in the appropriate box in column 1.

ADDIT. FEE

ADDIT. FEE

^{**} If the "Highest Number Previously Paid For" IN THIS SPACE is less than 20, enter "20." ***If the "Highest Number Previously Paid For" IN THIS SPACE is less than 3, enter "3."